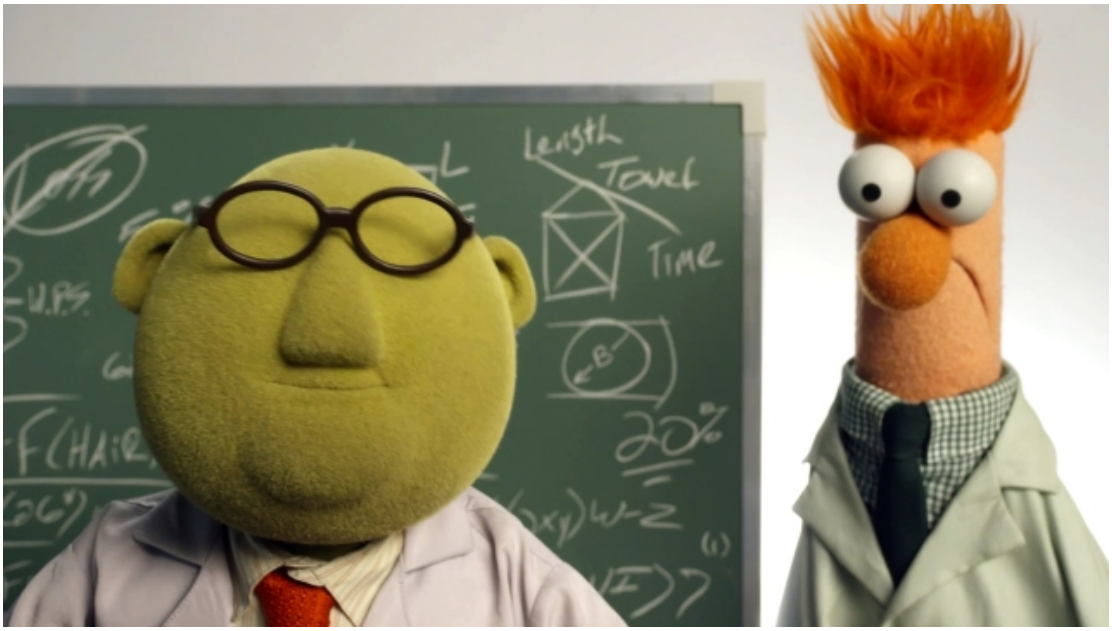
The Amiga's longest games of all time... ever... in the whole, wide world

Written by dreamkatcha. Any related videos, as always, can be found on my YouTube channel.

None of this would have been possible without the fantastic resources generously provided by immensely talented emulator authors, and communities such as Hall of Light, Lemon Amiga, Lemon 64, World of Spectrum, Moby Games, World of Longplays and Recorded Amiga Games. Thank you for your tireless dedication to preserving the history of gaming.

I've already covered the Amiga's all-time *worst* value games (based on how quickly they can be completed), so to redress the balance it's time to unveil the polar opposite award. That is the Amiga's epic mega-games; the ones offering months of entertainment for the average player, and three or four hours worth even for the pro longplayer following many years of dedicated practice. Wondrous, super-human creatures that they are!

As stated last time round, this isn't an exact science. I'm comparing completion times from single players in most cases because there aren't enough longplays of each game available to make calculating an average worthwhile. Videos can be edited or even include extras such as outtakes and alternative endings. 'How long's a piece of string?', springs to mind! You'll get the gist anyway, and can check out the YouTube video descriptions for the finer details.



My arbitrary cut-off point was a minimum length of three hours, just to keep the number of entries manageable. In cases where multiple longplays of the same game are available (often *replays* by the same person) I decided to only include the *longest* video.

So then, in order of magnitude, from enormous to 'surely a typo?' let's dive right in...

rank	title	time	player
43	Bill's Tomato Game	03:00:12	RickyC
42	Jungle Strike	03:01:41	RickyC
41	Joan of Arc	03:02:55	adalsgaard
40	The Faery Tale Adventure	03:05:33	Ironclaw
39	Flashback	03:07:05	ScHlAuChi
38	Road Rash	03:08:59	RickyC
37	KGB	03:09:43	Retroplay
36	Litil Divil (CD32)	03:09:46	Ironclaw
35	Turrican II	03:11:09	Zeusdaz
34	Cannon Fodder 2	03:20:03	RickyC
33	Elvira II - The Jaws Of Cerberus	03:20:37	Lemm
32	Speris Legacy	03:21:32	ScHlAuChi
31	Valhalla And The Lord Of Infinity	03:26:57	RickyC
30	Transarctica	03:30:10	NightTrapLongplays
29	Syndicate	03:30:35	Eino

28	Desert Strike: Return to the Gulf	03:31:45	RickyC
27	Breathless	03:32:07	Ironclaw
26	Rock 'n Roll	03:32:24	Lemm
25	Inherit the Earth: Quest for the Orb	03:34:53	Ironclaw
24	The Colonel's Bequest	03:35:40	The Mao
23	Cannon Fodder	03:42:37	Al82: Retrogaming & Computing
22	Dungeon Master	03:43:30	CremionisD
21	Chaos Strikes Back	03:43:40	CremionisD
20	Simon the Sorcerer (Amiga CD32)	03:47:11	Al82: Retrogaming & Computing
19	Oh No! More Lemmings	03:48:13	RickyC
18	Cadaver	03:53:11	Lemm
17	All New World Of Lemmings	03:58:25	Lemm
16	Indiana Jones and the Fate of Atlantis	04:05:16	Ironclaw
15	Darkmere: The Nightmare's Begun	04:17:33	Lemm
14	Hired Guns	04:19:46	Jimbatron
13	Globdule	04:20:16	Lemm
12	The Legend of Robin Hood	04:24:22	Ironclaw
11	Simon The Sorcerer II	04:31:07	Ironclaw
10	Heimdall	04:34:06	Lemm
9	Benefactor	04:43:09	Lemm
8	Lemmings 2: The Tribes	04:47:07	RickyC
7	Crazy Cars III	04:54:39	Retroplay
6	The Humans	05:34:48	Asbest
5	Wing Commander (CD32)	05:38:17	Mad-Matt
4	Lemmings	06:07:59	RickyC
3	Mr. Nutz	06:12:20	ScHlAuChi
2	Wings	08:22:55	OsaUkko
1	Dune II: The Battle For Arrakis	09:01:43	Ironclaw

So there we have it. Westwood Studios and Ironclaw take a bow. The winning game feels like a bit of a fraud to be honest since Ironclaw has also completed Dune II in 5 hours 47 minutes and says he could even polish it off in an hour if speed-running was the goal. Oh well, I've already set the rules and the law of made-up science says they can't be fudged now without incurring a hefty prison sentence. Maybe even capital punishment.

If money's tight, but time *isn't*, these are the games you'd want to invest in. For those of you with wads of cash and *no* time, you might

like to take a look at any of the 'interactive movie' games by Cinematronics. Dragon's Lair and Space Ace for instance. You could make yourself a cuppa and watch the ending credits scroll by before it's gone cold!*

*Coffee consumption time estimated for comic effect. Not under any circumstances to be taken as a reliable measure of completion duration. Any resemblance to real people, living or dead, is purely coincidental. I can't be held liable for the dwindling numbers of Pacific walruses in The Arctic's Bering and Chukchi Seas etc. etc.